

Jargon and things to know:

C/D/H/S = clubs/diamonds/hearts/spades

HCP = high card points

"2C" is a bid, "2 C" means "two cards in clubs"

Remember that 8 cards in a suit between two hands constitutes a "fit," and 25 HCP between two hands means that 3NT or 4H/S should be bid. (Should have more points for 5C/D)

Sample description of an auction:

N E S W

1C-(1D)-Pass-(1NT)

- Bids with parentheses are by one partnership; bids without parentheses are by the other partnership.

THE CLIFFNOTES VERSION

If you don't remember anything else, remember these bids!

(**Opening bids** listed in order of priority...)

2C: 22+ HCP.

- Partner will respond 2D if weak (0-7 HCP), otherwise will bid something naturally (showing five cards if a suit or a balanced hand if 2NT)

1NT: 15-17 HCP, balanced (all suits have at least 2 cards, at most one suit with exactly 2 cards).

- Partner bids 2C: respond with a four-card major, or 2D without a four-card major
- Partner bids 2D/H: respond with 2H/S

2NT: 20-21 HCP, balanced

- Analogous responses (3C, 3D/H), just at the three-level

1-level opening bids: 12+ HCP. If you have a five-card major, bid it at the 1-level (i.e., 1H, 1S); otherwise, bid your longer minor.

Preempts: 6-10 HCP, 6+ cards in suit

- 6 cards in suit (except clubs): open 2 of suit
- 7 cards in suit (or 6 clubs): open 3 of suit
- Works the same after opponents open!

If partner doubles: Bid something, even with no points! First priority is 4-card major, then any other unbid 4+-card suit.

GENERAL APPROACH

2-over-1 game forcing (GF)

- If partner opens AND next opponent passes, a bid of a new suit at the two-level is GF (such a bid should show 12+ HCP)
 - If opponent bids, 2/1 is off! Bidding a new suit at the 2-level is natural (5 cards, not GF, but probably at least 9 HCP)

FORCING 1NT:

- If partner opens 1H or 1S and you DO NOT have the points to force partner to game BUT have the points to respond (6-11 HCP), your options are limited.
 - Over 1H, you can bid 1S with four-plus spades, or you can support Partner's hearts with at least three
 - Over 1S, you can support Partner's spades with at least three
 - Or you can bid 1NT.
 - Any other bid is game forcing, because you are bidding a new suit at the two level! (This assumes the opponents are passing)
 - For this reason, we lump all sorts of shapes into the 1NT bid. As long as you have **at least 6 HCP** and **cannot force to game** (or bid 1S/support Partner's suit), respond 1NT!
 - 1NT is a FORCING bid - Partner must bid again
 - Note that 1NT is NATURAL (NOT FORCING, minimum) if Partner opens 1C or 1D. There are many options over 1C/1D, so no need to sacrifice the natural 1NT response. Plus, one will usually want to play in NT if partner opens 1C/1D and there is no major suit fit.
 - Partner rebids suit with 6 cards
 - Ex 1: 1H - Pass - 1NT* - Pass
-2H* -
*1NT: forcing for one round
*2H: 6+ hearts, nothing special about points
 - Ex 2: 1H - Pass - 1NT* - Pass
-3H* - Pass - 4H - All pass
*3H: 6+ hearts, 16-18 points (jump if stronger!)
 - Partner bids a minor with 3+ cards
 - Ex 1: 1H - Pass - 1NT* - Pass
-2C* -
*2C: 3+ clubs, nothing special about points

- Ex 2: 1H - Pass - 1NT* - Pass
-2D* -
*2D: 3+ diamonds, longer diamonds than clubs nothing special about points
(Note: bid 2C first if minors are of equal length)
 - Partner jumps into a new suit with 18+ HCP
 - Ex: 1H - Pass - 1NT* - Pass
-3C* - Pass - 3NT - All pass
*3C: 3+ clubs, 18-21 HCP (with 22+ HCP, open 2C!)
- Responder can pass the next bid if desired or bid a new suit. Bidding a new suit is weak (unless Responder jumps) and tells Partner to pass.

Jumping in the auction:

- What is a Jump? Bidding at a higher level than necessary; i.e., 2H is an available bid, but you choose to bid 3H
- JUMPS ARE STRONG under TWO circumstances:
 - Opener jumps, either into a new suit (or NT) or in the same suit she opened (regardless of opponents bidding!)
 - Ex: 1H - (1S) - 1NT - (Pass)
-3C* - (Pass) - 3NT - All pass
*3C: strong jump shift
 - Responder jumps into a new suit when the OPPONENTS ARE NOT INTERFERING
 - Ex: 1C - Pass - 2D* - Pass
3NT - All Pass
*2D: strong jump shift, shows ~16+ HCP and 6+ diamonds
- JUMPS ARE WEAK in EVERY OTHER circumstance
 - Opponents are bidding? Jumps by passed/responding hands are weak.
 - Ex: 1S - (2C) - 3D: 3D is preemptive/weak!
 - Jumping in Opener's suit? That is weak.
 - Ex: 1D - (Pass) - 3D: 3D is preemptive/weak!

OPENING BIDS

Common opening bids:

- **1C, 1D: 12+ HCP, 3+ C/D**
- **1H/S: 12+ HCP, 5+ H/S**

Weak bids: 6-10 HCP

- 2H/S: 6 H/S
 - Responses are forcing
 - 2NT is [Ogust](#)
- 3C/D: 6-7 C/D
- 3D/H/S: 7 D/H/S
- 4C/D/H/S: 8+ C/D/H/S (Can be slightly stronger than 10 HCP, but no more than a bad 14)

2D: Mini-Roman

[Please check!]

Our version of the mini-Roman 2♦ opening, an effective 3-suited opening bid. It creates parity with clubs in that 3♣ and 3♦ preemptive openings only promise 6 cards.

2♦: 11-16 hcp, 4441 or 5440 **[But no five-card majors!]**

Responses:

P: 6+ ♦, 0-10 hcp

2♥: 4+ ♥, 0-13 hcp -- pass or correct

2♠: 4+ ♠, 0-13 hcp -- pass or correct

2NT: game forcing; responder bids short suit

3♣: 3+ ♣, 3- ♥, 3- ♠, no lower bid; 12- hcp -- pass or correct

3♦: 4+ ♦, 3 ♥ and 3 ♠; 12- hcp (rare)

3NT: to play (rare)

Opener rebid after 2♦ - 2♥:

Pass: ♥ is not short, 11-12 hcp

2♠: ♥ is short

2NT: ♥ is short, 15-16 HCP

3♥: ♥ is not short 13-16 hcp

Responder's next bid is typically to play

Opener rebid after 2♦ - 2S

Pass: ♠ is not short, 11-12 hcp

2NT: ♠ is short, 15-16 HCP

3♣: ♠ is short, weak

3♠: ♠ is not short, 13-16 hcp

Responder's next bid is typically to play

Opener rebid after 2♦ - 2N

Short suit at the 3 level. Responder then bids as follows:

- 3NT: to play
- 4♣: unspecified slam invite, forces opener to bid 4♦. Next bid is natural, invitational to slam. If opener accepts invite, next bids are optional kickback (1430 in specified suit). 4NT is quantitative to 6NT.
- 4♦: relay to 4♥, which is then passed or corrected (only interested in game)
- 4♥: 1430 keycard ask in lowest real (not short) suit
- 4♠: 1430 keycard ask in middle real (not short) suit
- 4NT: 1430 keycard ask in highest real (not short) suit

Opener rebid after 2♦ - 3♣

Pass: ♠ is not short

3♦: ♠ is short

Opener rebid after 2♦ - 3♦

Pass: ♦ is not short

3♥/♠: best fit

Interference

Doubles by responder are for penalty

Doubles by opener are for takeout (showing shortness)

Lebensohl is on over 2-level interference

- Note that, after 2NT, opener should bid 3♣ **only** if ♣ are not short. Holding short ♣s, opener should bid 3♦ instead, after which responder sets the contract.

General principle: correcting partner should show a little strength at least. Invitational bids should be enough for game opposite good 13+ HCP.

Corollary: use judgment when bidding own suit as responder! Expect the worst (i.e., void or singleton in support)

Possible auctions:

2♦-(X)-...

- Feel free to pass
- Other bids are as usual (pass/correct; 2NT GF, etc.)
- If X shows specific suit, then feel free to apply Lebensohl logic

2♦-(2♥)-...

- 2♠: pass or correct (*shows ♠ + minor tolerance*)
- 2NT: forces 3♣ (or 3♦)
 - After 3♣:
 - P: to play
 - 3♦: natural, inv (5+ ♦, *no ♠ interest*)
 - 3♥: stayman, GF, ♥ stopper
 - 3♠: natural, inv (5+ ♠)
 - 3NT: to play, ♥ stopper
 - After 3♦:
 - P: to play
 - 3♥: stayman, GF, ♥ stopper
 - 3♠: natural, inv (5+ ♠)
 - 3NT: to play, ♥ stopper
- 3♣: natural, inv
- 3♦: natural, GF (5+ ♦)
- 3♥: stayman, GF, no ♥ stopper
- 3♠: natural, GF (5+ ♠)
- 3NT: to play, no ♥ stopper

2♦-(2♠)-...

- 2NT: forces 3♣ (or 3♦)
 - After 3♣:
 - P: to play
 - 3♦: pass or correct (*shows ♦ + ♥, weak-ish*)
 - 3♥: natural, inv (5+ ♥)
 - 3♠: stayman, GF, ♠ stopper
 - 3NT: to play, ♠ stopper
 - After 3♦:
 - P: to play
 - 3♥: to play (*shows ♣ + ♥, weak-ish*)
 - 3♠: stayman, GF, ♠ stopper
 - 3NT: to play, ♠ stopper

- 3♣/♦: natural, inv+
- 3♥: natural, GF (5+ ♥)
- 3♠: stayman, GF, no ♠ stopper
- 3NT: to play, no ♠ stopper

2♦-(2NT)-...

- P: something smells fishy...
- X: something smells *really* fishy...

2♦-(3♣/♦)-...

- 3♥/♠: natural, inv (*Opener: only correct with a medium-to-strong 2♦ opener!*)
- 3NT: to play
- 4 of opponent's minor: GF, 4-4 majors

Strong opening bids:

- **1NT: 15-17 HCP, no voids (0-card suit) or singletons (1-card suit), at most one doubleton (2-card suit)**
 - Possible distributions are: 4-3-3-3, 4-4-3-2, 5-3-3-2
 - Can have a 5-card major!
- **2NT: 20-21 HCP, same distribution as 1NT**
- **2C: 22+ HCP, any distribution**
 - When partner responds and opener rebids 2NT, that shows 22-24 HCP and no-trump distribution. Rebidding 3NT shows 25-27, etc.
- **To show 18-19 HCP, bid 1C/D/H/S first, and rebid 2NT if partner bids. Otherwise, bid 1NT as your second bid**

RESPONSE BIDS

General responses over 1C/D/H/S:

- **6+ HCP: bid something if opponents don't bid**
- **10+ HCP: bid something!**
- **13+ HCP: make sure that bidding ends in game or slam (3NT or best suit fit)**
- **Support for partner's suits indicates 8-card fit or better.**
- **If opener bids 1H/S and responder has support, bid 2H/S with 3+ hearts/spades and 6-9 HCP, 3H/S with 3+ hearts/spades and 10-12 HCP, 4H/S with 3+**

hearts/spades and 13-15 HCP. With 15+ HCP and support, make sure bidding ends in 4H/S or slam.

- If opener bids 1C/D, responder must have 5+ clubs/diamonds to support. With 0-8 HCP, bid 3C/D to show weakness (preemptive); with 9+ HCP, bid 2C/D. With 13+ HCP, try to end in 3NT if stoppers are established in all suits.
 - Note: weak jumps from 1C/D to 3C/D are part of a convention called “Inverted Minors” and must be alerted
 - Bidding a four card major is **always a priority** over supporting the minor!
- **Response of a new suit promises 4+ cards in suit (exceptions: strong jump shifts and 2H over 1S). If opponents have bid, any bid of a new suit promises 5+ cards.**
 - **Always bid lowest-ranking 4 card major first (can bid 1D with 5 good D if available even with 4 card major)**
- **If opponents have bid, X indicates shortness in opponents’ suit and 4+ cards in any unbid majors (3+ cards in any unbid suits).**
- 1NT is conventional in 2-over-1, showing a sub-GF hand without another available bid. 2NT - but only in response to 1C/D!! - says the same with 10-12 HCP (invites to 3NT)

General responses to weak bids:

With an 8-card fit (2 cards in opener’s suit), feel free to raise preempt by one level. With a 9-card fit or better, raise partner to game with good points or bad points. With 15+ HCP, bid 2NT over 2D/H/S opening to show strength (responder will rebid preempt suit if very weak).

Passing a preemptive bid is always OK!

Response bids to 1NT:

- 2C: Stayman, 8+ HCP, ([likely](#)) 4 hearts and/or 4 spades.
 - 1NT opener responds 2D without a four-card major, or 2H/S with four hearts/spades.
 - With 8-9 HCP, 2C responder bids 2NT if no 8 card H/S fit is established, or 3H/S with an 8 card H/S fit.
 - With a good 16 HCP or 17 HCP, 1NT opener raises responder to 3NT or 4H/S. Otherwise, 1NT opener passes.
 - With 10+ HCP, 2C responder bids 3NT if no 8 card H/S fit is established, or 4H/S with an 8 card H/S fit. With 15+ HCP and an 8 card H/S fit, 2C responder can explore slam with 4NT.

- 2D/H: 5 hearts/spades (transfer)
 - 1NT opener responds 2H/S
 - If transfer bidder has 8-9 HCP, bid 3H/S to invite to Game.
 - With a good 16 HCP or 17 HCP, 1NT opener raises responder to 3NT with only 2 Hearts/spades in hand or 4H/S with 3+ hearts/spades. Otherwise, 1NT opener passes.
 - If transfer bidder has 10+ points, bid 3NT. With 15+ HCP, transfer bidder can bid 4NT to investigate slam.
 - 1NT bids something other than 2H/S: **superaccept**, shows 16+, 17 HCP and 4-card support for major. Likely doubleton in suit bid.
 - Note: over 2D, 2S is only legal superaccept! Minor-suit stayman a possibility. See ["Minor-Suit Stayman"](#)
- 2S: 6+ C (sometimes 5) (alert, minor transfer to clubs)
 - 1NT opener bids 2NT with 3+ clubs and an honor, or 4+ clubs
 - 2S bidder can...
 - Show a weak hand by bidding 3C, which must be passed.
 - Show shortness at the 3-level (asking for 3NT if NT hand has that suit covered)
 - Bid 3NT with 6+ HCP (sometimes a mild gamble)
 - Investigate slam with a cuebid
 - 1NT opener bids 3C with nothing special in clubs
 - 2S bidder can...
 - Pass with 0-8 HCP
 - Bid 3NT to show a relatively balanced hand with enough points for 3NT
 - Bid something else (anything but 5C is a cuebid, showing shortness at the 3-level or investigating slam in C)
- 2NT: 6+ D, 0-7 HCP (alert, minor transfer to diamonds)
 - 1NT opener bids 3C with 3+ diamonds and an honor, or 4+ diamonds
 - 2NT bidder can...
 - Show a weak hand by bidding 3D, which must be passed.
 - Show shortness at the 3-level (asking for 3NT if NT hand has that suit covered)
 - Bid 3NT with 6+ HCP (sometimes a mild gamble)
 - Investigate slam with a cuebid
 - 1NT opener bids 3D with nothing special in diamonds
 - 2NT bidder can...
 - Pass with 0-8 HCP
 - Bid 3NT to show a relatively balanced hand with enough points for 3NT
 - Bid something else (anything but 5D is a cuebid, showing shortness at the 3-level or investigating slam in D)
- 3NT: 10-14 HCP, no 4+ card hearts/spades

- 1NT opener passes.
- 4C: Gerber, asks for aces
 - 4D: 0 or 4 aces
 - 4H: 1 ace
 - 4S: 2 aces
 - 4NT: 3 aces
 - Subsequent 5C bid from Gerber bidder: asks for kings (same formula; show # of kings)
- 4D/H: 8-12 HCP, 6+ card hearts/spades (alert, Texas transfer)
 - 1NT opener bids 4H/S
 - With interest in slam, (usually) go through normal 2-level Jacoby transfers
- 4NT: 16-17 HCP, (no 4+ hearts/spades)
 - PASS: Decline invitation, 15HCP.
 - 5C: Accept invitation with a 5-card suit, good 15-17HCP.
 - Responder bids 5D/5H/5S for 14/30/2 Aces.
 - Opener bids 5NT if lack 2 Aces.
 - Otherwise opener bid the 5-card suit at 6-level.
 - 5D/5H/5S: Accept invitation with 14/30/2 Aces, 16HCP.
 - Responder bids 5NT if lack 2 Aces, or just decline the invitation.
 - Otherwise bid the cheapest 4-card suit at 6-level, try to find a 4-4 fit.
 - 5NT: Accept invitation with 17HCP.
 - Responder bids the cheapest 4-card suit at 6-level, try to find a 4-4 fit.
- 6NT: 18-19 HCP, no 4+ hearts/spades
- 5NT: 20-21 HCP, grand-slam invitation, small-slam forcing.
 - 6C: Accept invitation with a 5-card suit, good 15-17HCP.
 - Responder bids 6D/6H/6S for 14/30/2 Aces.
 - Opener bids 6NT if lack 1 Ace.
 - Otherwise opener bid the 5-card suit at 7-level.
 - 6D/6H/6S: Accept invitation with 14/30/2 Aces, 16-17HCP.
 - Responder bids 6NT if lack 1 Ace.
 - Otherwise bid the cheapest 4-card suit at 7-level, try to find a 4-4 fit.
 - 6NT: Decline invitation.
- 7NT: 22+HCP.

[Philip]

This system of 1NT response with four-way transfer is from Washington Standard. I don't know yet some details of the system you have been using, but I think this one is pretty straightforward and convenient.

Response to 1NT

2C -- Stayman, not necessarily guaranteeing four-card major

2D/2H -- Jacoby transfer

2S/2NT -- Transfer to C/D

3C -- 5-5 in minors, weak (means to stop at three-level)
3D -- 5-5 in minors, game forcing, probably w/ slam interest
3H -- 5-5 in majors, invitation to game
3S -- 5-5 in majors, stop at game
5-5 in majors w/o interest to game will probably be 1NT-2D-2H-2S.

After minor transfer

Super acceptance of 2S/2NT: 2NT/3C, w/ at least Kxx or xxxx¹
3m after super acceptance -- To play
3X -- Slam try, w/ shortness on X
3NT -- To play
4m -- Slam try, w/o short suit

After 3D

3H -- Set the trump as club
3S -- Set the trump as diamond
3NT -- lack good minor support

If a minor fit is found, opener's partner can rebid the minor at four-level (passive for slam but still game forcing), cue bid, or go to RKC.

After opener's partner rebids the minor at four-level, opener usually goes to minor game, but technically has the option of playing 4NT. This means that opener's 4NT at this point is to play, instead of RKC. If opener is worried about the prospect of 11 tricks and has decent stoppers, 4NT will be preferred.

5-5 major slam try: 1NT-2H-2S-3H

3NT/4H/4S -- To play
3S -- Set the trump suit as spade, w/ slam interest
4C/4D -- Cue bid, setting the trump suit as heart
4NT -- RKC for heart

Response bids to 2NT:

All responses are equivalent to 1NT responses, but at one level higher (3D/H/S/NT instead of 2D/H/S/NT,). Game forcing point range is 4-11 HCP (good 4). 4NT promises 11 HCP (2NT opener bids 6NT with 21 HCP), 6NT promises 12+ HCP.

¹ Slightly different -- I saw three with an honor suffices super-accept in your agreements. I think Qxx might be a bit weak; if Qxx suffices then the range of super acceptance will be a bit too broad. Probably something in between -- at least QJx?

Yes, [2NT-3NT is a transfer to diamonds](#). Be careful with that one! And [Minor Suit Stayman](#) is still on.

This is true over any quasi-natural 2NT (2NT over a weak-two preempt, or 2C-2D-2NT)

3C over 2NT is [Puppet Stayman](#), (almost certainly) promising a 3-card major (rather than a 4-card major). Might have 2-2-4-5 shape.

Responses to 2C:

How the UCSB Bridge Team plays it:

Define “Controls” as follows: An Ace is worth two controls and a King is worth one control.

- 2D: 3+ HCP, 0-1 control
- **2H**: 0-3 HCP, 0 controls (negative)
- **2S**: 2 controls
- **2NT**: 3-4 controls
- Etc.

[The easy way - not what the UCSB Bridge Team plays]

- 2D: waiting, 0-7 HCP
 - 2C-opener bids 2NT (3NT) with a balanced hand and 22-24 (25-27) HCP. 3C stayman bid, 3D/H transfers, etc. proceed as with 2NT opening bid. With 3+ HCP, auction must end in game.
 - 2C-opener bids a suit naturally showing 5+ cards. Responder must keep bidding until game is reached with at least 3+ HCP. Show support with 3 cards in opener's suit; otherwise, bid a new suit with 5+ cards. Subsequent bids of new suits by either hand show 4+ cards.
- 2H, 2S, 3C, 3D: 8+ HCP, 5-card suit
- 2NT: 8+ HCP, no 5-card suit

OVERCALLS

Overcalls of opponents: (bidding after the opponents when partner has not bid or has passed)

- **Bid over opponents at the 1-level with 8+ HCP and 5 cards in suit.**
- **Bid over opponents at the 2-level with 10+ HCP and 5 cards in suit.**
- **Bid 1NT over opponents with 15-18 HCP and standard NT distribution.**

- Bid X with an opening hand, shortness in opponents' suit(s), and at least one 4-card major not already bid by opponents (must have 3-4 cards in all major suits not bid by opponents).
 - If you have already passed, bidding X requires 9+ HCP and tolerance for all unbid suits.
- Partner of overcaller does not have to bid with 0-7 HCP or if opponents have bid after overcall.
 - Partner must bid after X if X is followed immediately by Pass (even with 0 HCP)
- With 8+ HCP, partner of overcaller can support overcall (raise by 1 level) with 3+ cards in overcaller's suit
- With weak points and 4+ cards in overcaller's suit, partner of overcaller can double-raise overcaller's suit. This is preemptive (weak).
 - Ex: 1C-(1H)-Pass-(3H) -> 3H is preemptive

OPENING BIDS AND RESPONSES IN 2/1:

(**Bold: GF**, *Italics: forcing*)

- 1C (Pass):
 - 1D: 4+ D, 6+ HCP
 - 1H: 4+ H, 6+ HCP, *forcing for 1 round* (1st priority if biddable)
 - 1S: 4+ S, 6+ HCP, *forcing for 1 round* (2nd priority if biddable)
 - 1NT: 6-9 HCP
 - 2C: 10+ HCP, 4+ C, *forcing for 1 round*
 - **2D/H/S: 16+ HCP, strong jump shift**
 - 2NT: 10-12 HCP, invite to 3NT
 - 3C: 5-9 HCP, 5+ C (preemptive)
 - 3NT: 13-16 HCP (stopping bid, denies 4-card major)
- 1D (pass):
 - 1H: 4+ H, 6+ HCP, *forcing for 1 round* (1st priority if biddable)
 - 1S: 4+ S, 6+ HCP, *forcing for 1 round* (2nd priority if biddable)
 - 1NT: 6-9 HCP
 - **2C: 12+ HCP, 4+ C, GF**
 - 2D: 10+ HCP, 4+ D, *forcing for 1 round*
 - **2H/S: 16+ HCP, strong jump shift**
 - 2NT: 10-12 HCP, invite to 3NT
 - **3C: 16+ HCP, strong jump shift**
 - 3D: 5-9 HCP, 5+ D (preemptive)
 - 3NT: 13-16 HCP (stopping bid, denies 4-card major)
- 1H (pass):
 - 1S: 4+ S, 6+ HCP, *forcing for 1 round* (if no support for H, 1st priority)

- **1NT: 6-11 HCP, forcing for 1 round (any shape)**
 - **2C/D: 12+ HCP, 4+ C/D, GF**
 - **2H: 6-9 HCP, 3-4 H**
 - **2S: 16+ HCP, strong jump shift**
 - **2NT: 12+ HCP, 4+ H, GF ([Jacoby](#))**
 - **3C: 7-9 HCP, 4+ H ([Bergen raise](#))**
 - If Opener responds with 3H, pass. That is the weakest response. The final contract must be in hearts!
 - **3D: 10-12 HCP, 4+ H ([Bergen raise](#))**
 - If Opener responds with 3H, pass. Anything else is forcing to 4H. The final contract must be in hearts!
 - **3H: 0-6 HCP, 4+ H ([Bergen raise](#))**
 - Opener will usually pass; otherwise, the final contract must be 4H.
 - Note: Many people do not play Bergen raises; thus, 3H would be 10-12 HCP and invitational to bid game (4H)
 - **3NT: 13-16 HCP (3-card H support and no 4-card S)**
 - **3S/4C/4D: 12+ HCP, 4+ H, 1- cards in suit bid ([splinter](#))**
 - **4H: 0-8 HCP, 5+ H**
 - Use this bid responsibly. It denies interest in slam, but try to have a decent shape.
- 1S (pass):
- **1NT: 6-11 HCP, forcing for 1 round (any shape)**
 - **2C/D: 12+ HCP, 4+ C/D, GF**
 - **2H: 12+ HCP, 5+ H, GF**
 - **2S: 6-9 HCP, 3-4 S**
 - **2NT: 12+ HCP, 4+ S, GF ([Jacoby](#))**
 - **3C: 7-9 HCP, 4+ S ([Bergen raise](#))**
 - If Opener responds with 3S, pass. That is the weakest response. The final contract must be in spades!
 - **3D: 10-12 HCP, 4+ S ([Bergen raise](#))**
 - If Opener responds with 3S, pass. Anything else is forcing to 4S. The final contract must be in spades!
 - **3S: 0-6 HCP, 4+ H ([Bergen raise](#))**
 - Opener will usually pass; otherwise, the final contract must be 4S.
 - Note: Many people do not play Bergen raises; thus, 3S would be 10-12 HCP and invitational to bid game (4S)
 - **3NT: 13-16 HCP (3-card S support and no 4-card H)**
 - **3H/4C/4D: 12+ HCP, 4+ S, 1- cards in suit bid ([splinter](#))**
 - **4S: 0-8 HCP, 5+ S**
 - Use this bid responsibly. It denies interest in slam, but try to have a decent shape.

IMPORTANT CONVENTIONS

*New Minor Forcing (NMF) (alertable)

(*Not played by UCSB bridge team - see Two-Way/XYZ NMF below*)

General idea: When responder bids (e.g.) 1S over a 1C opening bid from partner, responder is only promising 6 HCP and 4 spades. How does s/he show more when opener rebids 1NT, showing a balanced 12-14 HCP; i.e., a minimum opener without 4-card support for spades???

“New Minor Forcing” - responder bidding a “new minor” is “forcing”

https://www.bridgebum.com/new_minor_forcing.php

Ex: 1C - (Pass) - 1S - (Pass) -
1NT - (Pass) - 2D* - (Pass) -
???

- *2D is NMF. It does not (necessarily) show diamonds, but shows an invitational or better responding hand (probably 11+ HCP)
- How does opener respond? There are a few options: (listed in order of priority)
 - With 4 hearts: **bid 2H**
 - Responder could have 5 spades and 4 hearts by bidding 1S. If so, bidding 2H will uncover the 4-4 fit.
 - With 3 spades: **bid 2S**
 - Responder could have more than 4 spades for his/her initial bid! S/he may be looking for a 5-3 fit.
 - With 5 clubs: bid 3C
 - This shows opener's hand fully (almost certainly 5 clubs, 3/4 diamonds, 3/2 hearts, 2 spades) and lets partner decide where to play.
 - Else: bid 2NT
 - This simply shows the same hand without support for either major. Responder can pass with a bare 11.

The situation is slightly different in the following auction:

1C - (Pass) - 1H - (Pass) -
1NT[^] - (Pass) - 2D* - (Pass) -
???

- [^]Opener denies 4 spades by bidding 1NT: if s/he has 4 spades, 1S is the proper bid.
- Again, **bid 2H** with 3-card support. But a spade fit is virtually impossible now, so 2S has an artificial meaning. Usually, 2NT or 3C are the only allowed bids if opener does not have 3-card heart support.

Note that, if opener bids 1D to start (rather than 1C), the NMF bid is 2C (instead of 2D) over 1NT.

Also, NMF is off over interference (not counting doubles by opponents). With interference, support doubles (or redoubles) can show 3-card support.

Two-Way/XYZ New Minor Forcing (**alertable**)

Better approach to New Minor Forcing; allows responder to distinguish between Invitational and Game-Forcing hands

Main Idea: Opener bids 1X, responder bids 1Y, opener rebids 1Z (**often, Z = NT, but need not be the case**). Responder's next bid is 2-Way NMF:

2C: invitational strength (~10-12 HCP), **alertable**

- Opener must bid **2D (alertable)**
 - Responder can pass with a weak hand and diamonds!
- Next bid by 2C bidder is invitational in that suit (2H, 2S, 3C, 3D), shows extra length if same suit was bid previously
 - Opener can pass or accept invite

2D: game-forcing strength, **alertable**

- Bidding proceeds as over standard NMF
- Priorities: show 3-card support for Responder's major, show other 4-card major, show 5-card minor, bid NT

3C: weak hand with clubs (probably?)

1M-2M-Game Try

[My recommendation, but can be adjusted upon request and with a better suggestion]

After opening 1H/S, a simple raise to 2H/S is not very informative. If opener has a decent hand, s/he may imagine game being an option even opposite a bare 6-9 HCP from Partner. To decide how far to go, one can use this gadget, bidding one step higher to investigate Partner's distribution.

1H-2H-**2S**: ask Responder for shortness, strength

- **2NT**: short in spades
 - 3H bid by Opener is non-forcing
- **3C/D**: short in clubs/diamonds
 - 3H bid by Opener is non-forcing
- 3H: 6-7 HCP, nothing special
- 4H: good 8-9 HCP

1S-2S-**2NT**: ask Responder for shortness, strength

- **3C/D/H**: short in clubs/diamonds/hearts
 - 3S bid by Opener is non-forcing
- 3S: 6-7 HCP, nothing special
- 4S: good 8-9 HCP

One can also make **side-suit game try** bids, inviting Partner to **bid game with something (not shortness) in the side-suit** bid.

- Special case: 1H-2H-2NT is side-suit ask in spades! 2S bid taken...
- Responding 3H/S declines the game try; other bids accept it

[Philip]

Instead of asking responder for short suit, my system lets the opener to show his own short suit. While short suit shown by dummy means that declarer can ruff with dummy's short trump, short suit shown by the opener allows responder to judge the distribution of their honors (namely, to see if there is any wasted points in opener's short suit). In my opinion this system is superior because it is more likely for the opener to have a short suit, given his trump length, and the distribution of honors is a slightly more solid boost of the hands.

1H-2H-3H: direct invitation, 6+ trumps/(sometimes) 1NT-opening hand

- 2NT/3C/3D: side suit invitation (2NT for spade)
- 2S: short suit invitation. The responder bids 2NT as transition, and the opener bids 3C/3D/3H to show his short suit (3H for spade)

1S-2S-3S: direct invitation, 6+ trumps/(sometimes) 1NT-opening hand

- 3C/3D/3H: side suit invitation
- 2NT: short suit invitation. The responder bids 3C as transition, and the opener bids 3D/3H/3S to show his short suit (3S for club)

Short suit here means singleton/void.

Fourth Suit Forcing (**alertable**)

General idea: Same as NMF; fourth-suit forcing allows responder to show a stronger hand (**Game Forcing**, i.e. at least opening strength) and asks for more clarity on shape/stoppers.

https://www.bridgebum.com/fourth_suit_forcing.php

Ex: 1C - (P) - 1H - (P)
1S - (P) - 2D* - (P)
???

- *2D is Fourth-Suit Forcing, showing an opening-strength hand and saying nothing about diamonds. Likely denies 4-card spade support (although a strong hand with spade support might go through this sequence to show strength). Opener's next bids share some similarities with NMF follow-up bids. (Again in order of priority)
 - With 3-card heart support: **bid 2H**
 - Again, responder might have bid with 5 hearts, so this bid reveals the possible 5-3 fit.
 - With a diamond stopper: **bid 2NT**
 - Opener must have a stopper in diamonds to bid NT! Responder may not have one and could be asking.
 - Opener is more likely to be distributional in this auction; thus, it is important to ensure that each suit is covered to bid NT.
 - With extra length in the first suit (or second): rebid suit
 - If opener has 5+ clubs, s/he shows that by bidding 3C (likely denying a diamond stopper)
 - If opener has 5 in his/her second suit (impossible in this auction - s/he would have opened 1S! But possible if opener bids 1H/S first and something else next), rebidding that suit shows 5-5 or better in the two suits.

Ex 2: 1S - (P) - 2D^ - (P) -
2H - (P) - 3C -

- ^Notice that we are already in a game-forcing auction! That means that fourth-suit forcing is off. 3C is natural, likely showing 5-5 in the minors and expressing apprehension toward playing 3NT.

Strong Support Responses

After Partner opens, there are two ways to show strong support (at least over a major):

Jacoby 2NT

Partner opens 1H/S, you respond **2NT** (Jacoby, **alertable**). This bid shows 13+ HCP (Game Forcing) and at least 4-card support for H/S.

Responses are:

- **3-level bids**: 0-1 cards in suit bid
 - Subsequent bids are cue bids
- **4-level bids**: good 5-card side suit (takes precedence over 3-level)
 - Subsequent bids are cue bids
- 3 of same major: 16+ HCP, balanced
- 4 of same major: 12-15 HCP (minimum)
- [Philip] Consider this system of indicating strength when there is no short/long suits to bid: 4M -- 12~14 HCP; 3NT -- 15~17 HCP; 3M -- 18+ HCP.

If Opponent doubles Partner's 1H/S, **2NT is invitational or better** rather than game forcing. Same responses, but 3H/S is weaker than 4H/S. (This 2NT can be similarly applied to support partner's minor -- promising at least FIVE cards.)

Splinter

Typical splinters (**alertable**) are double-jumps after Partner opens 1H/S

- Over 1H: **3S**, **4C**, and **4D** are splinters, showing 4-card support (or better) and at most 1 card in suit bid
- Over 1S: **4C**, **4D**, and **4H** are splinters
- Subsequent bids are cue bids; bidding game in the major shows a minimum hand

In other auctions, splinters show up as a jump after Partner bids a new suit, and they carry the same general meaning. Not alertable, but announced after bidding is completed.

Ex: 1NT-2D-2H-4C is a splinter for Hearts

Ex: 1C-3S is also a splinter, but should show 5+ clubs

Bergen Raises

[I don't think Sarp likes these?]

Over 1H/S, jumping to **3C**, **3D**, or **3H/S** (**alertable**) have special meaning. Each show 4-card support for the major, but with varying point ranges

- 1H/S - **3C**: 7-9 HCP, 4 H/S
 - If Opener rebids major, pass.
 - 3D invites to game with a max responding hand
- 1H/S - **3D**: 10-12 HCP, 4 H/S
 - Rebid of major is weak, should be passed

- Other bids are cue bids; 4 of major is to play
- 1H/S - **3H/S** (same major): 0-6 HCP, 4 H/S
 - Preemptive, likely to be passed, but opener can raise to game with good reasons

Cue Bidding

Once a fit and a game force have been established, Partners can start cue bidding. This allows both players to reveal holdings of 1st or 2nd round controls on the long, slow march to slam.

- 1st round control = Ace or void (i.e., expect to win trick first time suit is played)
- 2nd round control = King or singleton (i.e., expect to win trick second time suit is played)

How does one know when cue bidding has commenced? Like a Supreme Court Justice once said, ["I know it when I see it..."](#)

- Common occurrences are after splinters, Jacoby 2NT, or Bergen raises
- If both sides have bid the same suit naturally, most bids other than in the agreed suit are cue bids
- Ex: 1H - 4C (splinter) - 4D is a cue bid in diamonds

Always cue bid up the line!

- If Partner makes a cue bid in clubs and you have a control in diamonds, cue bid diamonds
 - Cue bidding hearts in that scenario denies a diamond control - important for Partner to know!
- One cannot cue bid in the trump suit. But bidding trump below game while in a game force is always strength-showing.
- Note: cue bidding the same suit twice promises two controls! Can be a void
 - FYI: Don't cue bid singletons/voids in a suit Partner has already bid naturally***

Bidding 4NT ends cue bidding in favor of Ace-asking

Note: cue bids of Opponents suits earlier in the auction can have different meanings. Usually, they will show support and an invitational strength hand for Partner - but only if Partner has bid already. If Partner has not bid, such cue bids are [Michaels](#).

If you and Partner have not agreed upon a suit, a 3-level cue bid of the Opponents' suit is a Western cue bid, asking Partner to bid 3NT with a stopper in that suit. These can be confusing...

https://www.bridgebum.com/western_cue_bid.php

Reverses

General idea: Opener can show a strong, distributional hand by reversing at his/her second opportunity. A “reverse” is defined as a bid of a higher-ranking suit at a higher level at the second opportunity.

Ex 1: 1C - (P) - 1H - (P) -
2D*

- *2D is a reverse, showing 16+ points and (likely) 5-4 or better in C-D. It also denies 4-card heart support.
- Responder can pass or correct to 3C, both of which show very weak hands. Anything else is encouraging.

Why do we call this kind of bidding a “reverse”? Consider a slightly different case:

Ex 2: 1D - (P) - 1H - (P) -
2C - (P) -

- Now, with a weak hand, responder can pass or correct to 2D.
- Notice that, when opener reversed, correcting required going up a level in the bidding. But, because opener has a strong hand, s/he is not as concerned by playing at the three level opposite a weak responder!
- With a weaker hand, leaving the cheapest correct bid available is good practice.

Responder can also reverse:

Ex 3: 1C - (P) - 1H - (P) -
2C - (P) - 2S* - (P) -

- *2S is a responder reverse, showing game-forcing values and 4-4 (likely 5-4) in the majors.
- Opener can rebid 3H with 3-card support to find a possible 5-3 fit.
- If that fit is not there, then 3NT is a likely landing spot.

Important to note:

Ex 4: 1C - (P) - 1H -
1S

- This is not a reverse - 1S is at the same level as 1C

Ex 5: 1C - (P) - 1H -
2S -

- This is a reverse! Showing 5 clubs and 4 spades (most likely)

Ogust 2NT

After Partner bids a weak-two preempt, 2NT is an artificial forcing bid asking about strength and suit quality. A “weak” hand has fewer than 8 HCP, while a “strong” hand has 8-10 HCP. A “strong” suit has two of the top three honors and three of the top five cards.

The responses are as follows (all **alertable**):

- **3C**: weak hand, weak suit
- **3D**: weak hand, strong suit
- **3H**: strong hand, weak suit
- **3S**: strong hand, strong suit

Lebensohl

Three situations:

1. Partner opens 1NT and next opponent interferes with a (quasi) natural bid
2. Opponent bids weak 2, partner doubles, next opponent passes
3. Partner completes a reverse

In each case, it is your turn to bid.

2NT is Lebensohl! After which...

- Partner is forced to bid 3C (**alertable**)
 - You can pass with a weak hand and clubs
 - Otherwise, you can bid a suit naturally, either showing a weak or invitational strength hand
 - The new suit is *weak* if you were unable to bid the suit at the two-level (instead of bidding 2NT)
 - The new suit is *invitational* otherwise. To show a weak hand, bid the suit at the two-level (instead of bidding 2NT).
 - Corollary: jumping to a new suit (instead of bidding 2NT) is *game-forcing* (if weak and invitational bids were available). Otherwise, it is *invitational* (if weak bid at the two-level was unavailable).
 - Other options:
 - Bid opponent's suit: Stayman-like (GF, shows unbid 4-card major(s)). Promises stopper in opponent's suit.
 - *Directly* bidding opponent's suit: same meaning, but no stopper
 - Bid 3NT: points for game, stopper in opponent's suit

- *Directly* bidding 3NT (without bidding 2NT first): points for game, but no stopper

See these links:

https://www.bridgebum.com/lebensohl_after_1nt.php

https://www.bridgebum.com/lebensohl_over_weak_two.php

Special Systems over NT

Four-Way Transfers:

2D/2H/2S/2NT are transfers to hearts/spades/clubs/diamonds

- Means Stayman 2C must be bid with any invitational strength hand - whether holding a 4-card major or not!
 - If auction goes 1NT-(P)-2C-(P)-2X-(P)-**2NT**, **2NT** is alerted (may not promise 4-card major)

Minor-Suit Stayman:

2D might not be a transfer to hearts... instead, it can show a minor-suit stayman (MSS) hand (5-4 or better either way in the minor suits)

Memorize the **bold parts** (other parts aren't very important)

To superaccept in hearts, bid 2S (no other legal superaccept bid!)

- *Note: 1NT-2D-2S-3D is a retransfer to hearts*

MSS can be weak (pass or correct) or strong

Weak MSS: 1NT-2D-2(H/S)-3C; pass or correct to D

Strong MSS:

- **1NT-2D-2H-2S:**
 - **2NT: no 4 card minor**
 - **3C: 5+C**
 - 3D: 3D, 2-C
 - 3NT to play, 4C sets suit, else cuebid in D
 - 3NT: 2-C, 2-D
 - Anything else is cuebid in C
 - **3D: 4C, 5+D**
 - 3NT: 2-D
 - Anything else is cuebid in D
 - **3C: 4+C**
 - **3D: 4+D, 3-C**

- 3H: 3C
- 3S: 3D, 2-C
- **1NT-2D-2S-2NT: MSS after superaccept**
 - **3C: 4+C**
 - **3D: 4+D, 3-C**
 - 3H: 3C
 - 3S: asks for 3D
 - 3NT: no; everything else: yes and cuebid
 - 3S: 3D, 2-C
 - 3NT to play, else natural

Puppet Stayman:

Only over 2NT openings (and similar, like 2C-2D-2NT or (2H)-2NT)

3C (likely) promises a 3-card major (could be longer), allowing 2NT opener to find a 5-3 major fit (or a 4-4 fit). At least good 4 HCP (Game Forcing).

After 3C, opener responds:

- **3D**: holds at least one 4-card major (alertable)
 - Responder bids:
 - 3NT if holding no 4-card major
 - **The non-4-card major** (Smolen-like) if holding a 4-card major. This allows opener to pick between 3NT and a 4-4 major fit, if it exists, and be sure that s/he is declaring the contract.
 - Ex: You bid 3C (puppet) with 4 Hearts, and Partner responds 3D, showing an unspecified 4-card major. Bid 3S to show that you have hearts! If Partner has 4 Hearts too, s/he can bid 4H and declare the contract.
 - With both 4-card majors? Bid 4C (interest in slam) or 4D (pick favorite major for game)
- 3H/S: shows 5 cards in suit
 - Responder can pick between 4H/S and 3NT
- 3NT: No 4+-card major

4NT: 1430 slam bidding

If 4NT is bid, bidder is interested in slam. The best suit of the partnership should be known; if not, use the last bid suit for reference. Count the number of key cards in your hand (key cards = aces + king in agreed suit)

Responses:

- 5C: 1 or 4 key cards

- Follow-up bid other than 5 of trump suit asks for trump queen
 - Not having trump Q: bid 5 of trump suit
 - Having trump Q: bid cheapest non-trump suit with a K or 5NT
- 5D: 3 or 0 key cards
 - Follow-up bid other than 5 of trump suit asks for trump queen
 - Not having trump Q: bid 5 of trump suit
 - Having trump Q: bid cheapest non-trump suit with a K or 5NT
- 5H: 2 key cards without queen in suit
- 5S: 2 key cards with queen in suit

If 4NT bidder bids 5NT, show kings

Responses:

- 6 of trump: no kings below trump suit
- 6C: king of clubs
- 6D: king of diamonds, no king of clubs
- 6H: king of hearts, no kings of C/D

Any further bid of trump suit or NT by 4NT bidder is final (to play)

[Philip]

Here are some additions to the RKC system.

Responder to 4NT might have a void and is eager to show it as it might be a boost of strength. Here is a system that allows responder to show void. King of trump is no longer counted in bids meant to show void -- just the Aces.

Response to 4NT

5C -- 1/4 KC.

5D -- 0/3 KC, possibly w/ a void; watch for partner's response to determine whether or not to bid aggressively.

5H/S -- 2 KC without/with Queen of trump.

5NT -- 2 Aces w/ a void; partner can bid 6C to ask: bid the void suit or the trump suit if the void suit is club or above the trump suit.

6X -- void, 1 Ace. If the void suit is higher than the trump suit, bid the trump suit.

Stop at 5NT after RKC response: give a bid below 5NT that is neither inquiry for Queen of trump nor the trump suit itself. Used if trump suit is a minor and Minorwood is not used. For example, trump suit is diamond, and partner bid 5H over my 4NT. I have only one key card and cannot afford a slam, so I bid 5S to tell partner that we have to stop at 5NT and he will bid 5NT accordingly. (I personally like Minorwood, though. It is worthy to sacrifice some space before RKC convention since it has been made more and more powerful.)

Michaels/Unusual 2NT:

Partner has not bid (may have passed), and the Opponents have bid at least one suit naturally. You hold two five card suits, neither of which has been bid. What to do?

- **Michaels Cue Bid:** bid (one of) the Opponents' suit(s), showing 5-5 in the highest unbid suit plus one other
 - E.g., if Opponent bids 1H, your bid of 2H shows 5+ spades and 5+ clubs or diamonds
 - If Opponent bids **1C/D**, **Michaels must show both majors!**
 - Points for Michaels are nebulous. It can be preemptive or strong, but usually not intermediate. Context should help.
 - If Opponents have bid two suits, Michaels shows 5-5 or better in the unbid suits. Pick the cheaper suit if on the weaker side.
- **Unusual 2NT:** shows 5-5 in the lowest two unbid suits
 - E.g., over 1H, 2NT shows both minors. Over 1C, 2NT shows diamonds and hearts.
 - Points are often more preemptive.
 - 2NT over weak-two is "usual" (showing 16-18 HCP)

Comments on doubles:

Whenever partner doubles opponents' bid below the 4 level, you must bid! First priority is to bid an unbid major in which you have 4+ cards. Otherwise, bid unbid minor with 4+ cards or support partner's suit (if known) with 2 cards. HCP total does not matter.

- **exception: you can pass a takeout double with 4+ cards in opponents' suit and no unbid 4-card major to bid. But use discretion, because passing a doubled contract at the 1 or 2 level is highly risky.**

Support (Re)Doubles (**alertable**)

If partner has shown at least four cards in a major and the opponents bid, doubling shows 3-card support for partner's major. But only through 2S! If something higher than 2S has been bid, support doubles are off.

Ex 1: 1C - (P) - 1H - (1S)

X* -

- *Double shows exactly three hearts (with four, bid 2H). Responder could have bid 1H with five hearts, so doing this will show a 5-3 fit.
- Responder bids 2H with a minimum responder and 4 or 5 hearts. Anything else is looking for game.

Ex 2: 1D - (P) - 1H - (3D) -
X -

- Here, 2S has been passed in the bidding, so doubling is no longer necessarily showing support. It is likely takeout, perhaps asking for a diamond stopper to see if 3NT is biddable.

Ex 3: 1H - (P) - 1S - (X) -
XX*

- *Redoubling shows 3-card spade support. Bidding proceeds as in Ex 1

Ex 4: 1C - (1D) - 1H[^] - (P) -
X* -

- [^]Remember that 1H only promises four hearts here! Doubling instead would show 4-4 in the majors. That is only true in this auction (i.e., (1D) over 1C).
- *Therefore, doubling shows 3-card support for hearts.
- (Is double available here?)

Example Hands for Practice

1NT Opening Bid

Recall the rules: 15-17 HCP, 2-5 cards in each suit, no more than one doubleton (2-card suit)
Which of the following hands should be opened 1NT?

(a)	(b)	(c)	(d)	(e)
C A103	C A10	C KQ3	C AKQJ6	C 87
D K2	D K2	D QJ10954	D AJ4	D A104
H QJ109	H QJ1093	H A3	H 98	H K32
S KQJ3	S KQJ3	S A4	S 543	S AKQ75

SOLUTIONS:

- (a) 16 HCP, balanced - **open 1NT**
- (b) 16 HCP, but two doubletons (one too many) - **open 1H**. If Partner responds 1S, jump raise (i.e., jump to 3H/3S)
- (c) 16 HCP, but two doubletons and 6 diamonds - **open 1D**. If Partner bids encouragingly, 3NT is the likeliest landing spot, because this hand is still fairly balanced.
- (d) 15 HCP, balanced - **open 1NT** (even with the bad majors, it is still important to say points)

- (e) 16 HCP, balanced - **open 1NT** (even with a five-card major - if opponents compete and you bid spades naturally, your shape becomes very clear to Partner)

Responding to 1NT

0-7 HCP: Pass unless you can transfer Partner into a 5-card major or a 6-card minor!

8-9 HCP:

- Bid 2C with a 4 card major. If Partner bids your 4-card major, raise by one level; otherwise, bid 2NT
- Transfer to a major with a 5-card suit. After Partner accepts the transfer, bid 2NT with only 5 cards or raise bid by one level with 6+
- With no 4+ card major suit, bid 2NT
- With a very unbalanced hand and a long minor, you can transfer to the minor, but consider being more aggressive.

10+ HCP:

- Bid 2C with a 4 card major. If Partner bids your 4-card major, raise to game (or investigate slam); otherwise, bid 3NT (or investigate slam)
- Transfer to a major with a 5-card suit. After Partner accepts the transfer, bid 3NT with only 5 cards or raise bid to game with 6+. Investigate slam with 15+ HCP
- With no 4+ card major suit, bid 3NT (or 4NT with 15-16 HCP - quantitative invite to 6NT)
- With a very unbalanced hand and a long minor, you can transfer to the minor, but bid to game and investigate slam.

*Note: When responding to 2NT, the same basic principles apply. However, the 20-21 HCP opening range affects the point range for responsive bids, and there are no invitational bids available. Transfer with 0-3 HCP and force to game with 4+ HCP (maybe not with a bad 4 HCP).

Sample Hands: Partner opens 1NT and the opponent passes; what do you bid?

(a)	(b)	(c)	(d)	(e)	(f)
C 1043	C 1043	C 1043	C 98	C 875	C 98
D 72	D 72	D QJ10954	D AJ74	D AJ104	D AK74
H Q543	H QJ765	H Q3	H 9865	H 986	H Q954
S J873	S 873	S 54	S K43	S K43	S Q53

(g)	(h)	(i)	(j)	(k)	(l)
C KQ543	C A43	C 1043	C 98	C K75	C AK98
D 72	D A2	D 95	D AJ7	D J1043	D AJ74
H 1092	H QJ765	H Q3	H J865	H A986	H Q95
S 873	S 873	S AKJ954	S K843	S K4	S Q5

(m)	(n)	(o)	(p)	(q)	(r)
C KQ543	C 2	C 1043	C KQJ9832	C 75	C 98
D A7	D 10982	D J95	D A	D J104	D AJ74
H J92	H J765	H 103	H 65	H AK987	H K95
S 873	S Q873	S AKJ95	S K84	S K84	S Q532

SOLUTIONS:

- (a) **Pass**. Even with a 4-card major, you are in trouble if you bid 2C and Partner responds 2D because you are so weak. Only bid 2C with at least 8 points (unless you are using Garbage Stayman, see (n))
- (b) **Bid 2D** (transfer to hearts). 2H is a safer contract than 1NT considering how weak your hand is.
- (c) **Bid 3C** (minor transfer). Partner will bid 3D, and you will pass.
- (d) **Bid 2C** (Stayman). If Partner responds 2H, showing 4 hearts, bid 3H. Otherwise, bid 2NT.
- (e) **Bid 2NT** (8-9 HCP, invite). Partner can raise to 3NT with a good 16 or 17, else pass.
- (f) **Bid 2C** (Stayman). If Partner responds 2H, showing 4 hearts, bid 4H. Otherwise, bid 3NT, because you can count at least 25 HCP between your two hands.
- (g) **Pass**. Transferring to clubs is not worth it with only five cards.
- (h) **Bid 2D** (transfer to hearts). After Partner bids 2H, bid 3NT, showing enough combined points for game (at least 25). If Partner has 3+ hearts, she can correct your bid to 4H.
- (i) (Best bid) **Bid 4H** (Texas transfer to 4S). Partner will respond 4S and you will pass. (Also OK) **Bid 2H** (transfer to S). After Partner bids 2S, raise to 4S, because you have enough combined points for game (25+)
- (j) **Bid 2C** (Stayman). If Partner bids 2H/2S, showing 4 cards, raise to 3H/3S showing invitational strength (8-9 HCP). If Partner bids 2D, denying a four-card major, bid 2NT (invite to 3NT).
- (k) **Bid 2C** (Stayman). If Partner bids 2H, showing 4 cards, raise to 4H showing enough combined points for game (25+ HCP). If Partner bids 2D/2S, bid 3NT.
- (l) **Bid 4NT** (quantitative invite to 6NT, 15-16 HCP). With 16 HCP in your hand, you may have 32+ combined points, which is the target for 6NT. Partner will pass with 15 HCP. Partner will raise to 5NT with 16 HCP, in which case you bid 6NT to indicate 16 HCP. Partner will raise to 6NT with 17 HCP.
- (m) **Bid 3NT**. There is no purpose to introducing the 5-card club suit, and you have enough combined points for game (25+).
- (n) **Pass**. Too weak.
(Best bid) **Bid 2C** (Garbage Stayman). Whatever Partner bids (even 2D), pass. Most likely, you will be in a safer contract than 1NT.
- (o) **Bid 2H** (transfer to spades). After Partner bids 2S, bid 2NT to show invitational points (8-9 HCP). Partner will pass (raise to 3S) with two (three or more) spades and 15-16

HCP. Partner will bid 3NT (4S) with two (three or more) spades and a good 16 or 17 HCP.

- (p) **Bid 2S** (minor transfer). Nice hand! After Partner bids 3C, you need to bid 3NT at a bare minimum. Better would be to investigate a minor slam, potentially by cue-bidding 3S/4D.
- (q) **Bid 2D** (transfer to hearts). Rebid 3NT after Partner bids 2H to show enough combined points for game (25+) and only five hearts. Partner can correct to 4H with three or more hearts.
- (r) **Bid 2C** (stayman). If Partner bids 2S, bid 4S. Otherwise, respond with 3NT to show points for game and no fit. Partner can correct to 4S if holding four hearts AND four spades. Note that Partner would bid 2H after 2C if she holds both four-card majors!

Preempts (Weak Bids)

General rule: 6-10 HCP and a solid 6-card suit (the definition of “solid” can be stretched somewhat depending on e.g. vulnerability).

Gauche 1C/1D

We had fun making this system back in the day. It carried us to a 5th-place finish in our inaugural Bridge Bowl experience, in which we lost to the eventual champions, UC Berkeley. The system is identical to the above 2/1 with the exception of the 1C/1D openings, which are described below in fairly gory detail.

General philosophy:

There is not much difference between a 1C/1D opening in standard 2/1 systems. This system aims to keep the processes of finding a major fit or finding stoppers and signing off in notrump essentially unchanged from a typical 2/1 system, but it gives responder more information about opener's distribution.

1C opening:

12+ points (10+ HCP) usually a 5-card minor; forcing, no 5-card major
(only hands without a 5-card minor are 4441 shape with 16+ hcp)

Responses to 1C opening

- Pass, 5- HCP, 7+ C, 1- D, 3- H/S (very rare: typically OK to bid 1D and rebid 2C over opener's response)
- **1D** 0-5 points, pass or correct
- 1H 4+H, 6+points, forcing
- 1S, 4+S, 6+points, forcing
- 1N, 6-10 points, flat, semi-forcing
- **2C**, 4+C, 10+ points, 3-H, 3-S, forcing
- 2D, 4+D, 13+points, 3-H, 3-S, game forcing
- **3C**, 3+ C AND 3+ D, 9- HCP, preemptive, pass-or-correct (over interference or not)
- **3D**, 6+ D, 2- C, 9- HCP, preemptive (no tolerance for clubs)

Opener rebid after 1C – 1H

- 1S: 4+S, forcing
- 1N: 1-3H, 1-3S, 12-14 points, relatively flat
- 2C: 5+C, 12-16 points
- 2D: 5+D, 12-16 points
- 2H: 4+H, 12-14 points
- 3H: 4+H, 15-18 points
- 4H: 4+H, 19-22 points
- **2N**: 1H, 3+ in other suits, 18-19 points ***Could be 4-4-4-1 style hand with short H**
- 3C: 5+C, 17-21 points
- 3D: 5+D, 17-21 points

Opener rebid after 1C – 1S

- 1N: 1-4H, 1-3S, 12-14 points, relatively flat
- 2C: 5+C, 12-16 points
- 2D: 5+D, 12-16 points
- 2S: 4+S, 12-14 points
- 3S: 4+S, 15-18 points
- 4S: 4+S, 19-22 points
- **2N**: 1S, 18-19 points ***Could be 4-4-4-1 style hand with short S**
- 3C: 5+C, 17-21 points
- 3D: 5+D, 17-21 points

Opener rebid after 1C – 1N

- Pass: 12-14 points, relatively flat with stops in short suits
- 2C: 5+C, 12-15 points
- 2D: 5+D, 12-15 points
- 2N: 15-17 points, relatively flat with stops in short suits
- 2H/S: 16+ points, 4+ Hearts/spades, weird distribution, probably forcing

- Nah 2h/2S is at the very least the roman bid after 1N
- 3C: 5+C 16+ points
- 3D: 5+D 16+ points
- 3N: to play
- 4C: Gerber

Responder rebid after 1C - 1H - 1S

- 1N: 3-S, 4H, flat, 6-10 points
- 2C: pass or correct
- **2D**: Game forcing, asks opener to bid 3-card hearts (new minor forcing)
- 2H: 6H, 6-10 points
- 3H: 6+H, strong, GF

Responder rebid after 1C - 1H - 1N

- 2C: pass or correct
- **2D**: Game forcing NMF, asks opener to bid 3-card hearts (or 3-card spades)
- 2H: 5H, 6-10 points
- 2S: 4+ S, GF (responder reverse)
- 3H: 6+H, GF

Responder rebid after 1C - 1H - 2C

- 2D: game forcing, asks opener to bid 3-card hearts (or 3-card spades)
- 2H: 5H, 10-12 points - correctable to 2NT or 3C
- 2S: 4+ S, GF (responder reverse)
- 3H: 6+H

Responder rebid after 1C - 1S - 1N

- 2C: pass or correct, shows intolerance for NT
- 2D: game forcing, asks opener to bid 4-card hearts or 3-card spades
- 2H: 5 H
- **2S**: 5S, 10-12 points
- 3S: 6+S

Responder rebid after 1C - 1S - 2C

- **2D**: game forcing, asks opener to bid 4-card hearts or 3-card spades (new minor forcing)
-

Responder rebid after 1C - 1M - 2D

1D opening:

Balanced hand (4-4-3-2 or 4-3-3-3) and either 12-14p or 18-19p. Can bid 1D with 5-card C, but better to open 1C with 5-card D (disrupt opponent communication if they have C)

Announced: **could be short** (if asked further, provide full meaning)

(with 15-17 bid 1NT, with 20-21 bid 2NT, with 22+ bid 2C)

Responses to 1D opening

- 1H 4+H, 6+points, forcing
- 1S, 4+S, 6+points, forcing
- 1N, 6-10 points, flat
- 2C, 4+C, 13+ points, 3-H, 3-S, game forcing
- **2D**, 4+D, 13+points, 3-H, 3-S, game forcing
- 2H/S, 6+ H/S, 13+ pts, GF, establishes the suit (new suits bid subsequently show 1st or 2nd-round controls)
- 2N, 11-12 points, 3-H, 3-S
- 3C/D, 6+ C/D, 6-9 HCP, preemptive (if opener has 18-19 HCP and an honor in minor, s/he can bid 3NT, quasi-gambling)
- 3N, 13-15 HCP, balanced
- 4C, Gerber
- 4N, 18-19 HCP (quantitative to 6NT assuming 12-14 HCP; if opener has 18-19 HCP, bid 7NT)